LISTING OF CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

- 1-74. (Cancelled)
- 75. (Currently Amended) A method of operating a gaming machine, comprising:

detecting the presence of a passerby proximate to the gaming machine, the passerby not playing the gaming machine, the detecting including establishing a wireless transmission link between a first wireless transceiver in the gaming machine and a second wireless transceiver disposed in a portable data unit carried by the passerby, the portable data unit including information for allowing an identity of the passerby to be determined; and

in response to detecting the presence of the passerby, modifying operation of the gaming machine; and

receiving an input at the gaming machine from the passerby, the input being associated with a wagering game.

- 76. (Canceled) The method of claim 75, wherein the step of detecting the presence of a passerby includes establishing a wireless transmission link between a first wireless transceiver on the gaming machine and a second wireless transceiver on the passerby.
- 77. (Canceled) The method of claim 76, wherein the second wireless transceiver is disposed in a portable data unit carried by the passerby, the portable data unit containing information for allowing an identity of the passerby to be determined.
- 78. (Original) The method of claim 75, further comprising receiving a wager from the passerby.
- 79. (Original) The method of claim 75, wherein the step of modifying operation of the gaming machine includes inviting the passerby to play the gaming machine.

- 80. (Original) The method of claim 75, further including operating the gaming machine in an attract mode prior to the step of detecting the presence of a passerby.
- 81. (Original) The method of claim 75 further comprising determining the identity of the passerby.
- 82. (Original) The method of claim 81, further comprising inviting the passerby, based on the identity of the passerby, to play the gaming machine.
- 83. (Currently Amended) A method of operating a gaming machine, comprising: detecting the presence of a passerby proximate to the gaming machine, the passerby not interacting with the gaming machine; and

in response to the detecting, modifying the operation of the gaming machine based on information wirelessly communicated between a portable data unit carried by the passerby and the gaming machine, wherein the modifying includes inviting the passerby to interact with the gaming machine by placing a wager on a game playable on the gaming machine[[.]]; and

receiving at the gaming machine a signal indicative of a wager on a game playable by the passerby on the gaming machine.